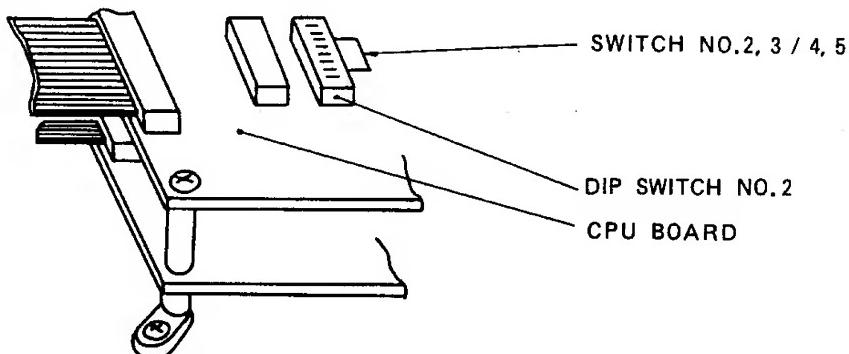


HANG-ON

SETTING THE DIFFICULTY LEVEL FOR THE "RIDE ON" TYPE

For the RIDE ON type HANG-ON machine, the difficultness of the game can be set for 4 different levels by adjusting ①, the other cars' appearance frequency and ②, the game time, using DIP SWITCH No. 2 on the CPU (printed circuit) board. Depending on the skills of the players, appropriate difficulty levels can be set as applicable. When shipping the machine, the difficulty levels for both the above-mentioned ① and ② are set for the * mark level.



① Other cars' appearance frequency (set by DIP SWITCHES 2 & 3)

SWITCH NO.		The other cars' appearance frequency		Difficulty level
3	2			MEDIUM
OFF	OFF	<hr/>		EASY
OFF	ON	30% lower than MEDIUM		HARD
ON	OFF	40% higher than MEDIUM		HARDEST
ON	ON	80% higher than MEDIUM		

*←When shipping

② Game time adjustment (set by DIP SWITCH 4 & 5)

SWITCH NO.		Game time (seconds) per stage					Difficulty level
5	4	1	2	3	4	5	
OFF	OFF	75	60	55	55	50	EASY
OFF	ON	70	60	60	55	55	MEDIUM
ON	OFF	80	60	55	60	55	HARD
ON	ON	65	60	60	60	55	HARDEST

*←When shipping

DETAILED EXAMPLES

DIP SW NO.				Difficulty level
5	4	3	2	
OFF	OFF	OFF	ON	1
OFF	ON	OFF	ON	2
ON	OFF	OFF	ON	3
ON	ON	OFF	ON	4
OFF	OFF	OFF	OFF	5
OFF	ON	OFF	OFF	6
ON	OFF	OFF	OFF	7
ON	ON	OFF	OFF	8
OFF	OFF	ON	OFF	9
OFF	ON	ON	OFF	10
ON	OFF	ON	OFF	11
ON	ON	ON	OFF	12
OFF	OFF	ON	ON	13
OFF	ON	ON	ON	14
ON	OFF	ON	ON	15
ON	ON	ON	ON	16

* When shipping

EASY



HARDEST

